

To register, call 410-313-7275 or visit www.howardcountymd.gov/rap (click "Register Online").

CAMP INVENTION: GEO-QUEST



6-11 yrs / 1 wk start dates below/ \$299

This creatively taught camp has local teachers immersing you in exciting, fun, hands-on learning activities. Become an expedition trainee; navigate your way to special treasure-filled caches and create solutions to challenges posed by youth around the world. Embark on a global adventure, uncover hidden messages from the Earth, investigate several extreme natural wonders of the world and build a device to launch international rubber ducks to their country of origin and then race to destroy competitor duck territory.

Registration: 410-313-7275.

[RP1774.401](#)

West Friendship ES

Jul 15 9 AM-3:30 PM

M-F

[RP1774.402](#)

Pointers Run ES

Jul 29 9 AM-3:30 PM

M-F

For more information:

Holly Harden
Recreation Manager

410-313-4625

harden@howardcountymd.gov

Helen Campbell, Program Director
Camp Invention

campinventionmd@verizon.net

www.campinvention.org

What to Bring:

- Completed Participant Information Form & Medication Form (if needed)
- Non-perishable beverage and snack. No nut products please.
- Please dress appropriately for activity. Closed-toed shoes are preferred. Shorts, tee-shirts and sneakers with socks are highly suggested.

Important Forms:

[Participant Information Form](#)

You MUST bring this form, completed and signed, with you on the first day of camp. Without this form, we cannot accept your child at camp. Please notify the Camp Director in writing of any allergies or health concerns pertinent to your child's camp experience.

[Medication Order Form](#)

Medication and Special Accommodations:

If your child requires medication while at camp, will be bringing emergency allergy treatment (inhaler or epi-pen, for example), and/or will be coming to camp with a special needs companion, please call the camp supervisor, Holly Harden prior to camp. If it is necessary for medication to be administered during the operation of the camp, a Medication Order Form must be filled out and signed by the parent.

A separate form is required for each medication. All medications must be in the original container with the medication name, physician's name, dosage and expiration date. All over-the-counter (non-prescription)

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medication must be accompanied by the Medication Authorization Form. Campers who require medications to be kept on their person must have instructions completed in the "Additional Instructions" portion of this form.

Sign-In/Sign-Out Procedures:

Parents must enter the school and sign your child/ren in and out each day.

Please arrive 10 minutes early on the first day.

Please be prompt when picking up your child.

Late fees will be assessed at \$5.00 for the first fifteen minutes late, and \$1.00 for each additional minute late.

Inclement Weather:

The camp will meet rain or shine. For severe weather program changes, information will be available one hour prior to the camp start time on the Department's program status line, 410-313-4451. The recorded message will reflect any change to the drop off location or time changes for the camp.

Typical Day at Camp Invention:

A day at the Camp Invention program is packed with hands-on activities, brainstorming, experimentation, and unbelievable action! Although daily activities are widely diverse and vary based on the program being hosted, as well as the number of participants, here is a quick glimpse of what a typical day of fun at the Camp Invention program looks like...

9:00 am Children are signed in by their parents and join their Leadership Intern and age-appropriate group at the **Base Camp Activities™** area. During this gathering period each morning, they might build a newspaper tower or learn the Camp Invention cheer.

9:15 am Children move to their first module, during which they might be crash-landed astronauts on an alien planet! After assessing their strange new surroundings, children might be challenged to design shelters and spacesuits that are able to withstand the planet's harsh conditions and acid rain.

10:20 am Children enjoy a morning snack.

10:30 am Children move to their second module, during which they might find themselves in safety goggles and using real tools to take apart and investigate small appliances.

11:40 am Half of the children gathers in the common area for lunch, while the other half indulge in high-energy games and activities in the gymnasium or outdoors.

12:10 pm Children who ate lunch earlier now work off that energy by switching with the other group, who now gather in the common area for lunch.

1:05 pm Children move to their next module of the day, during which they might explore Newton's first law of motion by conducting an experiment based on a magician's tablecloth trick or participating in a relay race that demonstrates the concept of inertia.

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2:10 pm Children move to their final module of the day, during which they might clean up a simulated landfill that is leaking toxic chemicals into groundwater.

3:15 pm Children gather in the **Base Camp** area with their Leadership Intern, where they work on activities designed to overcome challenges as this is an important part of the invention process and can be used throughout the day.

3:30 pm The fun comes to an end, and children are signed out by their parents.

Activities, times, and groups may vary based on the selected curricula and number of enrolled participants.

Camp Location:

West Friendship Elementary

12500 Frederick Road, West Friendship, MD 21794

Pointers Run Elementary

6600 Trotter Road, Clarksville, MD 21029